

DDDDDDDDDDDDDD		CCCCCCCCCCCC	LLL
DDDDDDDDDDDDDD		CCCCCCCCCCCC	LLL
DDDDDDDDDDDDDD		CCCCCCCCCCCC	LLL
DDD	DDD	CCC	LLL
DDD	DDD	CCC	LLL
DDD	DDD	CCC	LLL
DDD	DDD	CCC	LLL
DDD	DDD	CCC	LLL
DDD	DDD	CCC	LLL
DDD	DDD	CCC	LLL
DDD	DDD	CCC	LLL
DDD	DDD	CCC	LLL
DDD	DDD	CCC	LLL
DDD	DDD	CCC	LLL
DDD	DDD	CCC	LLL
DDD	DDD	CCC	LLL
DDDDDDDDDDDDDD		CCCCCCCCCCCC	LLLLLLLLLLLLLLLL
DDDDDDDDDDDDDD		CCCCCCCCCCCC	LLLLLLLLLLLLLLLL
DDDDDDDDDDDDDD		CCCCCCCCCCCC	LLLLLLLLLLLLLLLL

```
RRRRRRRR      EEEEEEEEEEE      CCCCCCCC      AAAAAA      LL      LL      SSSSSSSS      UU      UU      BBBB88888
RRRRRRRR      EEEEEEEEEEE      CCCCCCCC      AAAAAA      LL      LL      SSSSSSSS      UU      UU      BBBB88888
RR      RR      EE      CC      AA      AA      LL      LL      SS      UU      UU      BB      BB
RR      RR      EE      CC      AA      AA      LL      LL      SS      UU      UU      BB      BB
RR      RR      EE      CC      AA      AA      LL      LL      SS      UU      UU      BB      BB
RRRRRRRR      EEEEEEEEEEE      CCCCCCCC      AA      AA      LL      LL      SSSSSS      UU      UU      BBBB88888
RRRRRRRR      EEEEEEEEEEE      CCCCCCCC      AA      AA      LL      LL      SSSSSS      UU      UU      BBBB88888
RR      RR      EE      CC      AAAAAAAAAA      LL      LL      SS      UU      UU      BB      BB
RR      RR      EE      CC      AAAAAAAAAA      LL      LL      SS      UU      UU      BB      BB
RR      RR      EE      CC      AA      AA      LL      LL      SS      UU      UU      BB      BB
RR      RR      EE      CC      AA      AA      LL      LL      SS      UU      UU      BB      BB
RR      RR      EEEEEEEEEEE      CCCCCCCC      AA      AA      LLLLLLLLLL      LLLLLLLLLL      SSSSSSSS      UUUUUUUUU      BBBB88888
RR      RR      EEEEEEEEEEE      CCCCCCCC      AA      AA      LLLLLLLLLL      LLLLLLLLLL      SSSSSSSS      UUUUUUUUU      BBBB88888

LL      I11111      SSSSSSSS
LL      I11111      SSSSSSSS
LL      II      SS
LL      II      SS
LL      II      SS
LL      II      SS
LL      II      SSSSSS
LL      II      SSSSSS
LL      II      SS
LL      II      SS
LL      II      SS
LL      II      SS
LLLLLLLLLLLL      I11111      SSSSSSSS
LLLLLLLLLLLL      I11111      SSSSSSSS
```

```
1 0001 0 MODULE recallsub (IDENT='V04-000',
2 0002 0 ADDRESSING_MODE(NONEXTERNAL=LONG_RELATIVE,
3 0003 0 EXTERNAL=GENERAL) =
4 0004 0
5 0005 1 BEGIN
6 0006 1
7 0007 1
8 0008 1 *****
9 0009 1 *
10 0010 1 * COPYRIGHT (c) 1978, 1980, 1982, 1984 BY
11 0011 1 * DIGITAL EQUIPMENT CORPORATION, MAYNARD, MASSACHUSETTS.
12 0012 1 * ALL RIGHTS RESERVED.
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27 0027 1 *
28 0028 1 *****
29 0029 1
30 0030 1
31 0031 1
32 0032 1 ++
33 0033 1 FACILITY: Command recall routines
34 0034 1
35 0035 1 ABSTRACT:
36 0036 1
37 0037 1 These routines are used to manage the command recall
38 0038 1 functions of the command language interpreter.
39 0039 1
40 0040 1 ENVIRONMENT:
41 0041 1
42 0042 1 VAX/VMS operating system. supervisor mode,
43 0043 1
44 0044 1 AUTHOR: Peter George, March 1983
45 0045 1
46 0046 1 Modified by:
47 0047 1
48 0048 1 V03-005 PCG0005 Peter George 06-Feb-1984
49 0049 1 Be more discerning about when to insert a space
50 0050 1 in a recalled command line.
51 0051 1
52 0052 1 V03-004 PCG0004 Peter George 03-Jan-1984
53 0053 1 Modify the structure of the recall buffer.
54 0054 1
55 0055 1 V03-003 PCG0003 Peter George 18-Nov-1983
56 0056 1 Add a routine to get a command by number.
57 0057 1
```

RECALLSUB
V04-000

H 10
16-Sep-1984 00:24:46
14-Sep-1984 12:15:32

VAX-11 Bliss-32 V4.0-742
[DCL.SRC]RECALLSUB.B32;1

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(1)

```
.. 58      0058 1 |      V03-002 PCG0002      Peter George      20-Apr-1983
.. 59      0059 1 |      Fix bug in EDIT_COMMAND algorithm.
.. 60      0060 1 |
.. 61      0061 1 |      V03-001 PCG0001      Peter George      30-Mar-1983
.. 62      0062 1 |      Redo EDIT_COMMAND algorithm.
.. 63      0063 1 |      --
.. 64      0064 1 |
.. 65      0065 1 |
.. 66      0066 1 |      Include files
.. 67      0067 1 |
.. 68      0068 1 |      LIBRARY 'SYSS$LIBRARY:LIB';
.. 69      0069 1 |      REQUIRE 'LIB$DCLDEF';      ! DCL definitions
```



```
71 1141 1 |
72 1142 1 | Table of contents
73 1143 1 |
74 1144 1 |
75 1145 1 LINKAGE
76 1146 1     common_linkage = call : GLOBAL (wrk=10,prc=11)
77 1147 1     ptr_linkage = call : GLOBAL (ptr=9,wrk=10,prc=11);
78 1148 1 |
79 1149 1 FORWARD ROUTINE
80 1150 1     dcl$put_command : common_linkage, | Put command in buffer
81 1151 1     dcl$put_segment : common_linkage, | Add to last command in buffer
82 1152 1     compare_string : ptr_linkage, | Compare current and last commands
83 1153 1     insert_string : ptr_linkage, | Insert a string in the buffer
84 1154 1     zero_buffer : ptr_linkage, | Zero part of the buffer
85 1155 1     edit_command : ptr_linkage, | Edit previous command
86 1156 1     dcl$get_next_command:common_linkage, | Get next command from buffer
87 1157 1     dcl$get_prev_command:common_linkage, | Get previous command from buffer
88 1158 1     dcl$get_curr_command:common_linkage; | Get current command from buffer
89 1159 1 |
90 1160 1 |
91 1161 1 | Change name of the PSECT's to conform to DCL standards.
92 1162 1 |
93 1163 1 PSECT PLIT = DCL$ZCODE(EXECUTE, ALIGN(0));
94 1164 1 PSECT CODE = DCL$ZCODE(EXECUTE, ALIGN(0));
95 1165 1 |
96 1166 1 LITERAL
97 1167 1     true = 1,
98 1168 1     false = 0.
99 1169 1 |
100 1170 1 |
101 1171 1 | Macros to check for ends of command buffer
102 1172 1 |
103 M 1173 1 MACRO overflow (address) =
104 1174 1     (address) GEQU prc [prc_g_commands] + prc_c_cmdbufsiz%;
105 1175 1 |
106 M 1176 1 MACRO underflow (address) =
107 1177 1     (address) LSSU prc [prc_g_commands]%;
108 1178 1 |
```

```
110 1179 1 GLOBAL ROUTINE dcl$put_command (desc) : common_linkage =
111 1180 1
112 1181 1 ---
113 1182 1
114 1183 1 Put a command into the command buffer.
115 1184 1
116 1185 1 Inputs:
117 1186 1
118 1187 1 desc = address of descriptor of command to insert
119 1188 1 R10 = address of WRK data structure
120 1189 1 R11 = address of PRC data structure
121 1190 1 PRC_L_RECALLPTR = pointer to location to insert command at
122 1191 1
123 1192 1 Outputs:
124 1193 1
125 1194 1 The command is added to the buffer and PRC_L_RECALLPTR is updated
126 1195 1 to point to the next free space in the buffer.
127 1196 1
128 1197 1 The structure of the circular recall buffer is as follows:
129 1198 1
130 1199 1 0-byte, len-byte, char-string, len-byte,
131 1200 1 0-byte, len-byte, char-string, len-byte, ...
132 1201 1
133 1202 1 routine value = always true
134 1203 1
135 1204 1 ---
136 1205 1
137 1206 2 BEGIN
138 1207 2
139 1208 2
140 1209 2 MAP
141 1210 2 desc : REF VECTOR; ! Input command descriptor
142 1211 2
143 1212 2 GLOBAL REGISTER
144 1213 2 ptr=9 : REF VECTOR[,BYTE]; ! Pointer into recall buffer
145 1214 2
146 1215 2 EXTERNAL REGISTER
147 1216 2 wrk=10 : REF $BBLOCK; ! Address of WRK data structure
148 1217 2 prc=11 : REF $BBLOCK; ! Address of PRC data structure
149 1218 2
150 1219 2
151 1220 2 Compare the new command to the previous command. If identical, then do not
152 1221 2 insert the new command in the buffer.
153 1222 2
154 1223 2 IF compare_string (.desc)
155 1224 2 THEN RETURN true;
156 1225 2
157 1226 2
158 1227 2 Skip past the leading zero and insert the command length.
159 1228 2
160 1229 2 ptr = .prc [prc_l_recallptr] + 1;
161 1230 2 IF OVERFLOW (.ptr)
162 1231 2 THEN ptr = .ptr - prc_c_cmdbufsiz;
163 1232 2 ptr [0] = .desc [0];
164 1233 2
165 1234 2
166 1235 2 Copy the command string into the buffer and insert the trailing length byte.
```

```
167 1236 2 !
168 1237 2 ptr = .ptr + 1;
169 1238 2 IF OVERFLOW (.ptr)
170 1239 2 THEN ptr = prc [prc_g_commands];
171 1240 2 insert_string (.desc);
172 1241 2 ptr [0] = .desc [0];
173 1242 2
174 1243 2
175 1244 2 Zero any partially overwritten commands in the buffer and reset the
176 1245 2 pointer in the PRC data structure to the next free command space.
177 1246 2
178 1247 2 ptr = .ptr + 1;
179 1248 2 IF OVERFLOW (.ptr)
180 1249 2 THEN ptr = prc [prc_g_commands];
181 1250 2 prc [prc_l_recallptr] = .ptr;
182 1251 2 RETURN zero_buffer();
183 1252 2
184 1253 1 END;
```

.TITLE RECALLSUB
.IDENT \V04-000\

.PSECT DCL\$ZCODE,NOWRT,0

				0200 00000	.ENTRY DCL\$PUT_COMMAND, Save R9	: 1179
			04	AC DD 00002	PUSHL DESC	: 1223
00000000V	EF		01	FB 00005	CALLS #1, COMPARE_STRING	
	04		50	E9 0000C	BLBC R0, 1\$	
	50		01	D0 0000F	MOVL #1, R0	: 1224
				04 00012	RET	
59	012F	CB	01	C1 00013	ADDL3 #1, 303(PRC), PTR	: 1229
		50	CB	9E 00019	MOVAB 1332(R11), R0	: 1230
		50	59	D1 0001E	CMPL PTR, R0	
			05	1F 00021	BLSSU 2\$	
	59	FBFF	C9	9E 00023	MOVAB -1025(R9), PTR	: 1231
	89	04	BC	90 00028	MOVB @DESC, (PTR)+	: 1232
		50	59	D1 0002C	CMPL PTR, R0	: 1238
			05	1F 0002F	BLSSU 3\$	
	59	0133	CB	9E 00031	MOVAB 307(R11), PTR	: 1239
		04	AC	DD 00036	PUSHL DESC	: 1240
00000000V	EF		01	FB 00039	CALLS #1, INSERT_STRING	
	89	04	BC	90 00040	MOVB @DESC, (PTR)+	: 1241
	50	0534	CB	9E 00044	MOVAB 1332(R11), R0	: 1248
		50	59	D1 00049	CMPL PTR, R0	
			05	1F 0004C	BLSSU 4\$	
	59	0133	CB	9E 0004E	MOVAB 307(R11), PTR	: 1249
	012F	CB	59	D0 00053	MOVL PTR, 303(PRC)	: 1250
00000000V	EF		00	FB 00058	CALLS #0, ZERO_BUFFER	: 1251
			04	0005F	RET	: 1253

; Routine Size: 96 bytes, Routine Base: DCL\$ZCODE + 0000


```

186 1254 1 GLOBAL ROUTINE dcl$put_segment (desc) : common_linkage =
187 1255 1
188 1256 1 ---
189 1257 1
190 1258 1 Add a command segment to the last command in the command buffer.
191 1259 1 If it causes the command to be longer than WRK_C_INPBUFSIZ-1 in
192 1260 1 length, then insert it as a new entry.
193 1261 1
194 1262 1 Inputs:
195 1263 1
196 1264 1 desc = address of descriptor of command to insert
197 1265 1 R10 = address of WRK data structure
198 1266 1 R11 = address of PRC data structure
199 1267 1 PRC_L_RECALLPTR = pointer past end of last inserted command
200 1268 1
201 1269 1 Outputs:
202 1270 1
203 1271 1 The command segment is added to the buffer and PRC_L_RECALLPTR is
204 1272 1 updated to point to the next free space in the buffer.
205 1273 1
206 1274 1 routine value = always true
207 1275 1
208 1276 1 ---
209 1277 1
210 1278 2 BEGIN
211 1279 2
212 1280 2 MAP
213 1281 2 desc : REF VECTOR; ! Input command descriptor
214 1282 2
215 1283 2 GLOBAL REGISTER
216 1284 2 ptr=9 : REF VECTOR[.BYTE]; ! Pointer into recall buffer
217 1285 2
218 1286 2 EXTERNAL REGISTER
219 1287 2 wrk=10 : REF $BLOCK; ! Address of WRK data structure
220 1288 2 prc=11 : REF $BLOCK; ! Address of PRC data structure
221 1289 2
222 1290 2 LOCAL
223 1291 2 lead_len : REF VECTOR[.BYTE]; ! Pointer to leading length in buffer
224 1292 2
225 1293 2
226 1294 2 Get the length of the previous command. If the total concatenated length
227 1295 2 of the command will now be greater than 255, then treat the new segment
228 1296 2 as a new command.
229 1297 2
230 1298 2 ptr = .prc [prc_l_recallptr] - 1;
231 1299 2 IF UNDERFLOW (.ptr)
232 1300 2 THEN ptr = .ptr + prc_c_cmdbufsiz;
233 1301 2 IF (.ptr [0] + .desc [0]) GTR wrk_c_inpbufsiz - 1
234 1302 2 THEN RETURN dcl$put_command (.desc);
235 1303 2
236 1304 2
237 1305 2 Point at the first character of the previous command string and save
238 1306 2 the address of the byte to insert the leading length at for later use.
239 1307 2
240 1308 2 ptr = .ptr - .ptr [0];
241 1309 2 IF UNDERFLOW (.ptr)
242 1310 2 THEN ptr = .ptr + prc_c_cmdbufsiz;

```



```
243 1311 2 lead_len = .ptr - 1;
244 1312 2 IF UNDERFLOW (.lead_len)
245 1313 2 THEN lead_len = .lead_len + prc_c_cmdbufsiz;
246 1314 2
247 1315 2
248 1316 2 Remove the trailing continuation character or comments from the previously
249 1317 2 inserted part of the command and insert the new segment at the end.
250 1318 2
251 1319 2 edit_command (.lead_len);
252 1320 2 insert_string (.desc);
253 1321 2
254 1322 2
255 1323 2 Set the length bytes.
256 1324 2
257 1325 2 ptr [0] = .ptr - .lead_len - 1;
258 1326 2 lead_len [0] = .ptr [0];
259 1327 2
260 1328 2
261 1329 2 Zero any partially overwritten commands in the buffer and reset the
262 1330 2 pointer in the PRC data structure to the next free command space.
263 1331 2
264 1332 2 ptr = .ptr + 1;
265 1333 2 IF OVERFLOW (.ptr)
266 1334 2 THEN ptr = prc [prc_g_commands];
267 1335 2 prc [prc_l_recallptr] = .ptr;
268 1336 2 RETURN zero_buffer();
269 1337 2
270 1338 1 END;
```

59	012F	CB	0133	01	C3	00002	.ENTRY	DCL\$PUT SEGMENT, Save R2,R9	1254
		50		CB	9E	00008	SUBL3	#1, 3037(PRC), PTR	1298
		50		59	D1	0000D	MOVAB	307(R11), R0	1299
				05	1E	00010	CMPL	PTR, R0	
		59	0401	C9	9E	00012	BGEQU	1\$	
		50		69	9A	00017	MOVAB	1025(R9), PTR	1300
		50	04	BC	C0	0001A	MOVZBL	(PTR), R0	1301
000000FF		8F		50	D1	0001E	ADDL2	@DESC, R0	
				09	15	00025	CMPL	R0, #255	
			04	AC	DD	00027	BLEQ	2\$	
FF71	CF			01	FB	0002A	PUSHL	DESC	1302
					04	0002F	CALLS	#1, DCL\$PUT_COMMAND	
		50		69	9A	00030	RET		
		59		50	C2	00033	MOVZBL	(PTR), R0	1308
		50	0133	CB	9E	00036	SUBL2	R0, PTR	
		50		59	D1	0003B	MOVAB	307(R11), R0	1309
				05	1E	0003E	CMPL	PTR, R0	
		59	0401	C9	9E	00040	BGEQU	3\$	
		52	FF	A9	9E	00045	MOVAB	1025(R9), PTR	1310
		50		52	D1	00049	MOVAB	-1(R9), LEAD_LEN	1311
				05	1E	0004C	CMPL	LEAD_LEN, R0	1312
		52	0401	C2	9E	0004E	BGEQU	4\$	
				52	DD	00053	MOVAB	1025(R2), LEAD_LEN	1313
							PUSHL	LEAD_LEN	1319

RECALLSUB
V04-000

N 10
16-Sep-1984 00:24:46 VAX-11 Bliss-32 V4.0-742
14-Sep-1984 12:15:32 [DCL.SRC]RECALLSUB.B32;1

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(4)

00000000V	EF		01	FB	00055	CALLS	#1, EDIT_COMMAND	:	
		04	AC	DD	0005C	PUSHL	DESC	:	1320
00000000V	EF		01	FB	0005F	CALLS	#1, INSERT_STRING	:	
50	59		52	C3	00066	SUBL3	LEAD_LEN, PTR, RO	:	1325
69	50		01	83	0006A	SUBB3	#1, RO, (PTR)	:	
	62		89	90	0006E	MOVB	(PTR)+, (LEAD_LEN)	:	1326
	50	0534	CB	9E	00071	MOVAB	1332(R11), RO	:	1333
	50		59	D1	00076	CMPL	PTR, RO	:	
	59	0133	05	1F	00079	BLSSU	5\$:	
012F	CB		CB	9E	0007B	MOVAB	307(R11), PTR	:	1334
00000000V	EF		59	D0	00080	MOVL	PTR, 303(PRC)	:	1335
			00	FB	00085	CALLS	#0, ZERO_BUFFER	:	1336
			04	00	0008C	RET		:	1338

; Routine Size: 141 bytes, Routine Base: DCL\$ZCODE + 0060

```
272 1339 1 ROUTINE compare_string (desc) : ptr_linkage =
273 1340 1
274 1341 1 ---
275 1342 1
276 1343 1 Compare the new command to the previous command.
277 1344 1 If identical, then return true.
278 1345 1
279 1346 1 Inputs:
280 1347 1
281 1348 1 R10 = address of WRK data structure
282 1349 1 R11 = address of PRC data structure
283 1350 1 PRC_L_RECALLPTR = pointer past end of last inserted command
284 1351 1
285 1352 1 Outputs:
286 1353 1
287 1354 1 routine value = true if strings are the same
288 1355 1 false otherwise
289 1356 1 ---
290 1357 1
291 1358 2 BEGIN
292 1359 2
293 1360 2 MAP
294 1361 2 desc : REF VECTOR; ! Input command descriptor
295 1362 2
296 1363 2 EXTERNAL REGISTER
297 1364 2 ptr=9 : REF VECTOR[.BYTE], ! Pointer into recall buffer
298 1365 2 wrk=10 : REF $BBLOCK, ! Address of WRK data structure
299 1366 2 prc=11 : REF $BBLOCK; ! Address of PRC data structure
300 1367 2
301 1368 2 LOCAL
302 1369 2 len;
303 1370 2
304 1371 2 ---
305 1372 2 Get length and address of previous command string.
306 1373 2
307 1374 2 ptr = .prc [prc_l_recallptr] - 1;
308 1375 2 IF UNDERFLOW (.ptr)
309 1376 2 THEN ptr = .ptr + prc_c_cmdbufsiz;
310 1377 2 len = .ptr [0];
311 1378 2 ptr = .ptr - len;
312 1379 2 IF UNDERFLOW (.ptr)
313 1380 2 THEN ptr = .ptr + prc_c_cmdbufsiz;
314 1381 2
315 1382 2 ---
316 1383 2 Compare the two strings and return false if they are different.
317 1384 2
318 1385 2 IF OVERFLOW (.ptr + .len - 1) ! Will we wrap around?
319 1386 2 THEN BEGIN ! Yes, then compare in two pieces
320 1387 2 LOCAL temp_len;
321 1388 2 temp_len = prc [prc_g_commands] + ! Get length of first piece
322 1389 2 prc_c_cmdbufsiz - .ptr;
323 1390 2 IF CH$NEQ (.temp_len, .ptr, ! Compare first piece
324 1391 2 .desc [0], .desc [1], 'C' )
325 1392 2 THEN RETURN false; ! Return false if not equal
326 1393 2 IF CH$NEQ (.len - .temp_len, ! Compare second piece
327 1394 2 prc [prc_g_commands],
328 1395 2 .desc [0] = .temp_len,
```



```
! Return false if not equal
! Compare in whole
! Return false if not equal
! Return true if equal
```

[illegible]

; Routine Size: 107 Bytes, Routine Base: DCL\$ZCODE + 00ED

```

340 1406 1 ROUTINE insert_string (desc) : ptr_linkage =
341 1407 1
342 1408 1 ---
343 1409 1     Insert a string in the buffer.
344 1410 1
345 1411 1 Inputs:
346 1412 1
347 1413 1     R9 = address to begin insertion at
348 1414 1     R10 = address of WRK data structure
349 1415 1     R11 = address of PRC data structure
350 1416 1
351 1417 1 Outputs:
352 1418 1
353 1419 1     R9 = address of first byte after the insertion
354 1420 1
355 1421 1     routine value = always true
356 1422 1 ---
357 1423 1
358 1424 2 BEGIN
359 1425 2
360 1426 2 MAP
361 1427 2     desc :      REF VECTOR;           ! Input command descriptor
362 1428 2
363 1429 2 EXTERNAL REGISTER
364 1430 2     ptr=9 :    REF VECTOR[.BYTE],      ! Pointer to retrieved command
365 1431 2     wrk=10 :   REF $BBLOCK;           ! Address of WRK data structure
366 1432 2     prc=11 :  REF $BBLOCK;           ! Address of PRC data structure
367 1433 2
368 1434 2 IF OVERFLOW (.ptr + .desc [0] - 1)      ! Will we wrap around?
369 1435 2 THEN BEGIN                             ! Yes, then copy in two pieces
370 1436 2     LOCAL temp_len;
371 1437 2     temp_len = prc [prc_g_commands] +
372 1438 2         prc_c_cmdbufrsiz - .ptr;      ! Get length of first piece
373 1439 2     CHSMOVE (.temp_len, .desc [1], .ptr); ! Move first piece
374 1440 2     CHSMOVE (.desc [0] - .temp_len,
375 1441 2         .desc [1] + .temp_len,
376 1442 2         prc [prc_g_commands]);          ! Move second piece
377 1443 2     ptr = prc [prc_g_commands] +
378 1444 2         .desc [0] - .temp_len;          ! Update the ptr
379 1445 2     END
380 1446 2 ELSE BEGIN                             ! No, then copy in whole
381 1447 2     CHSMOVE (.desc [0], .desc [1], .ptr);
382 1448 2     ptr = .ptr + .desc [0];
383 1449 2     END;
384 1450 2
385 1451 2 IF OVERFLOW(.ptr)                         ! Update the pointer
386 1452 2 THEN ptr = prc [prc_g_commands];
387 1453 2
388 1454 2 RETURN true;
389 1455 1 END;

```

01FC 00000 INSERT_STRING:
.WORD Save R2,R3,R4,R5,R6,R7,R8

: 1406

		56	04	AC	D0	00002	MOVL	DESC, R6	1439
		58	04	BC	D0	00006	MOVL	@DESC, R8	1434
		50	FF	A849	9E	0000A	MOVAB	-1(R8)[PTR], R0	
			0534	CB	9F	0000F	PUSHAB	1332(R11)	
		6E		50	D1	00013	CMPL	R0, (SP)	
				23	1F	00016	BLSSU	1\$	
	57	6E		59	C3	00018	SUBL3	PTR, (SP), TEMP_LEN	1438
	69	04	B6	57	28	0001C	MOVCL	TEMP_LEN, @4(R6), (PTR)	1439
	50		58	57	C3	00021	SUBL3	TEMP_LEN, R8, R0	1440
0133	CB	04	B647	50	28	00025	MOVCL	R0, @4(R6)[TEMP_LEN], 307(PRC)	1442
	50		58	58	C1	0002D	ADDL3	R8, PRC, R0	1443
			50	57	C2	00031	SUBL2	TEMP_LEN, R0	1444
		59	0133	C0	9E	00034	MOVAB	307(R0), PTR	
				08	11	00039	BRB	2\$	1434
	69	04	B6	58	28	0003B	MOVCL	R8, @4(R6), (PTR)	1447
			59	58	C0	00040	ADDL2	R8, PTR	1448
		6E		59	D1	00043	CMPL	PTR, (SP)	1451
				05	1F	00046	BLSSU	3\$	
		59	0133	CB	9E	00048	MOVAB	307(R11), PTR	1452
		50		01	D0	0004D	MOVL	#1, R0	1454
				04	00050		RET		1455

; Routine Size: 81 bytes, Routine Base: DCL\$ZCODE + 0158


```

391 1456 1 ROUTINE zero_buffer : ptr_linkage =
392 1457 1
393 1458 1 ---
394 1459 1
395 1460 1 Zero any partially overwritten commands in the buffer.
396 1461 1
397 1462 1 Inputs:
398 1463 1
399 1464 1 R9 = address to start zeroing at
400 1465 1 R10 = address of WRK data structure
401 1466 1 R11 = address of PRC data structure
402 1467 1
403 1468 1 Outputs:
404 1469 1
405 1470 1 routine value = always true
406 1471 1 ---
407 1472 1
408 1473 1 BEGIN
409 1474 1
410 1475 1 EXTERNAL REGISTER
411 1476 1 ptr=9 : REF VECTOR[.BYTE], ! Pointer to retrieved command
412 1477 1 wrk=10 : REF $BLOCK, ! Address of WRK data structure
413 1478 1 prc=11 : REF $BLOCK; ! Address of PRC data structure
414 1479 1
415 1480 1 WHILE (.ptr [0] NEQ 0)
416 1481 1 DO BEGIN
417 1482 1 ptr [0] = 0;
418 1483 1 ptr = .ptr + 1;
419 1484 1 IF OVERFLOW (.ptr)
420 1485 1 THEN ptr = prc [prc_g_commands];
421 1486 1 END;
422 1487 1
423 1488 1 RETURN true;
424 1489 1 END;

```

		0000 0		BUFFER:		
				.WORD	Save nothing	1456
50	0534	CB 9E 00002		MOVAB	1332(R11), R0	1484
		69 95 00007	1\$:	TSTB	(PTR)	1480
		0E 13 00009		BEQL	2\$	
		89 94 0000B		CLRB	(PTR)+	1482
50		59 D1 0000D		CMPL	PTR, R0	1484
		F5 1F 00010		BLSSU	1\$	
59	0133	CB 9E 00012		MOVAB	307(R11), PTR	1485
		EE 11 00017		BRB	1\$	1480
50		01 D0 00019	2\$:	MOVL	#1, R0	1488
		04 0001C		RET		1489

; Routine Size: 29 bytes. Routine Base: DCL\$ZCODE + 01A9

```

426 1490 ROUTINE edit_command (len) : ptr_linkage =
427 1491
428 1492 ---
429 1493
430 1494 Remove the continuation character and/or comment characters from the
431 1495 end of the command line. Insert a space in their place.
432 1496
433 1497 Inputs:
434 1498
435 1499 len = address of byte length of command
436 1500 R9 = ptr to first character of command string
437 1501 R10 = address of WRK data structure
438 1502 R11 = address of PRC data structure
439 1503
440 1504 Outputs:
441 1505
442 1506 R9 = ptr to end of edited command
443 1507
444 1508 routine value = always true
445 1509
446 1510 ---
447 1511
448 1512 BEGIN
449 1513
450 1514 MAP
451 1515 len : REF VECTOR[.BYTE]; ! Address of length of command
452 1516
453 1517 EXTERNAL REGISTER
454 1518 ptr=9 : REF VECTOR[.BYTE], ! Pointer to end of command to edit
455 1519 wrk=10 : REF $BBLOCK, ! Address of WRK data structure
456 1520 prc=11 : REF $BBLOCK; ! Address of PRC data structure
457 1521
458 1522 LOCAL
459 1523 flags : BITVECTOR[3]; ! Flags
460 1524
461 1525 LITERAL
462 1526 continue = 0,
463 1527 blank = 1,
464 1528 quote = 2;
465 1529
466 1530 flags = 0;
467 1531
468 1532
469 1533 Search for EOL or trailing comment.
470 1534
471 1535 INCR i FROM 1 TO .len [0]
472 1536 DO BEGIN
473 1537
474 1538 IF .ptr [0] EQL %C''
475 1539 THEN flags [quote] = NOT .flags [quote];
476 1540
477 1541 IF NOT .flags [quote]
478 1542 THEN IF .ptr [0] EQL %C''
479 1543 THEN EXITLOOP;
480 1544
481 1545 ptr = .ptr + 1;
482 1546 IF OVERFLOW (.ptr)

```

```
483 1547 THEN ptr = prc [prc_g_commands];
484 1548 END;
485 1549
486 1550
487 1551
488 1552
489 1553
490 1554 ptr = .ptr - 1;
491 1555 IF UNDERFLOW (.ptr)
492 1556 THEN ptr = .ptr + prc_c_cmdbufsiz;
493 1557
494 1558
495 1559
496 1560
497 1561 WHILE ((.ptr [0] EQL %X'20') OR (.ptr [0] EQL %X'09'))
498 1562 DO BEGIN
499 1563 ptr = .ptr - 1;
500 1564 IF UNDERFLOW (.ptr)
501 1565 THEN ptr = .ptr + prc_c_cmdbufsiz;
502 1566 END;
503 1567
504 1568
505 1569
506 1570
507 1571 IF .ptr [0] EQL %C'-'
508 1572 THEN BEGIN
509 1573 flags [continue] = true;
510 1574 ptr = .ptr - 1;
511 1575 IF UNDERFLOW (.ptr)
512 1576 THEN ptr = .ptr + prc_c_cmdbufsiz;
513 1577 END;
514 1578
515 1579
516 1580
517 1581
518 1582 WHILE ((.ptr [0] EQL %X'20') OR (.ptr [0] EQL %X'09'))
519 1583 DO BEGIN
520 1584 flags [blank] = true;
521 1585 ptr = .ptr - 1;
522 1586 IF UNDERFLOW (.ptr)
523 1587 THEN ptr = .ptr + prc_c_cmdbufsiz;
524 1588 END;
525 1589
526 1590
527 1591
528 1592
529 1593 ptr = .ptr + 1;
530 1594 IF OVERFLOW (.ptr)
531 1595 THEN ptr = prc [prc_g_commands];
532 1596 IF (.flags [continue] AND .flags [blank]) OR NOT .flags [continue]
533 1597 THEN BEGIN
534 1598 ptr [0] = %X'20';
535 1599 ptr = .ptr + 1;
536 1600 IF OVERFLOW (.ptr)
537 1601 THEN ptr = prc [prc_g_commands];
538 1602 END;
539 1603 RETURN true;
```


: 540 1604 1 END;

		000C	00000	EDIT_COMMAND:		
				WORD	Save R2,R3	1490
				CLRB	FLAGS	1530
				MOVZBL	LEN, R3	1535
				MOVAB	1332(R11), R2	1546
				CLRL	I	
				BRB	4\$	
				CMPB	(PTR), #34	1538
				BNEQ	2\$	
				XORB2	#4, FLAGS	1539
				BBS	#2, FLAGS, 3\$	1541
				CMPB	(PTR), #33	1542
				BEQL	5\$	
				INCL	PTR	1545
				CMPL	PTR, R2	1546
				BLSSU	4\$	
				MOVAB	307(R11), PTR	1547
				AOBLEQ	R3, I, 1\$	1535
				DECL	PTR	1553
				MOVAB	307(R11), R0	1554
				CMPL	PTR, R0	
				BGEQU	7\$	
				MOVAB	1025(R9), PTR	1555
				CMPB	(PTR), #32	1560
				BEQL	8\$	
				CMPB	(PTR), #9	
				BNEQ	9\$	
				DECL	PTR	1562
				BRB	6\$	1563
				CMPB	(PTR), #45	1570
				BNEQ	11\$	
				BISB2	#1, FLAGS	1572
				DECL	PTR	1573
				CMPL	PTR, R0	1574
				BGEQU	11\$	
				MOVAB	1025(R9), PTR	1575
				CMPB	(PTR), #32	1581
				BEQL	12\$	
				CMPB	(PTR), #9	
				BNEQ	13\$	
				BISB2	#2, FLAGS	1583
				BRB	10\$	1584
				INCL	PTR	1592
				CMPL	PTR, R2	1593
				BLSSU	14\$	
				MOVL	R0, PTR	1594
				BLBC	FLAGS, 15\$	1595
				BBS	#1, FLAGS, 15\$	
				BLBS	FLAGS, 16\$	
				MOVB	#32, (PTR)+	1597
				CMPL	PTR, R2	1599

RECALLSUB
V04-000

J 11
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14-Sep-1984 12:15:32 [DCL.SRC]RECALLSUB.B32;1

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59
50

03	1F	0008E		BLSSU	16\$
50	D0	00090		MOVL	R0, PTR
01	D0	00093	16\$:	MOVL	#1, R0
04	00096			RET	

: 1600
: 1603
: 1604

; Routine Size: 151 bytes, Routine Base: DCL\$ZCODE + 01C6

```

1605 1 GLOBAL ROUTINE dcl$get_prev_command (desc) : common_linkage =
1606 1
1607 1 ---
1608 1     Get the previous command from the command buffer and put it into
1609 1     the input buffer.
1610 1
1611 1     Inputs:
1612 1
1613 1         desc = address of descriptor in which to return recalled command
1614 1         R10 = address of WRK data structure
1615 1         R11 = address of PRC data structure
1616 1         WRK_L_RECALLPTR = pointer to last recalled command
1617 1
1618 1     Outputs:
1619 1
1620 1         The command is copied into the input buffer and the descriptor
1621 1         is initialized.
1622 1
1623 1         routine value = true if success, false if empty buffer
1624 1     ---
1625 1
1626 2 BEGIN
1627 2
1628 2 GLOBAL REGISTER
1629 2     ptr=9 : REF VECTOR[.BYTE];           ! Pointer to retrieved command
1630 2
1631 2 EXTERNAL REGISTER
1632 2     wrk=10 : REF $BBLOCK;                ! Address of WRK data structure
1633 2     prc=11 : REF $BBLOCK;                ! Address of PRC data structure
1634 2
1635 2
1636 2     Back up one command.
1637 2
1638 2     ptr = .wrk [wrk_l_recallptr] - 1;
1639 2     IF UNDERFLOW (.ptr)
1640 2     THEN ptr = .ptr + prc_c_cmdbufsiz;
1641 2     IF .ptr [0] EQL 0 THEN RETURN false;
1642 2     ptr = .ptr - .ptr [0] - 2;
1643 2     IF UNDERFLOW (.ptr)
1644 2     THEN ptr = .ptr + prc_c_cmdbufsiz;
1645 2     wrk [wrk_l_recallptr] = .ptr;
1646 2
1647 2
1648 2     Now return the current command.
1649 2
1650 2 RETURN dcl$get_curr_command (.desc);
1651 1 END;

```

59	EA	AA	0133	0200 00000	.ENTRY DCL\$GET PREV_COMMAND, Save R9	1605
		51		01 C3 00002	SUBL3 #1, -22(WRK), PTR	1638
		51		CB 9E 00007	MOVAB 307(R11), R1	1639
				59 D1 0000C	CMPL PTR, R1	
				05 1E 0000F	BGEQU 1\$	

1605
1638
1639
...

RECALLSUB
V04-000

L 11
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	59	0401	C9	9E	00011		MOVAB	1025(R9), PTR	...	1640
			69	95	00016	18:	TSTB	(PTR)	...	1641
			24	13	00018		BEQL	38	...	
50	50		69	9A	0001A		MOVZBL	(PTR), R0	...	1642
	59		50	C3	0001D		SUBL3	R0, PTR, R0	...	
	59	FE	A0	9E	00021		MOVAB	-2(R0), PTR	...	
	51		59	D1	00025		CMPL	PTR, R1	...	1643
			05	1E	00028		BGEQU	28	...	
	59	0401	C9	9E	0002A		MOVAB	1025(R9), PTR	...	1644
EA	AA		59	D0	0002F	28:	MOVL	PTR, -22(WRK)	...	1645
		04	AC	DD	00033		PUSHL	DESC	...	1650
00000000V	EF		01	FB	00036		CALLS	#1, DCL\$GET_CURR_COMMAND	...	
				04	0003D		RET		...	
			50	D4	0003E	38:	CLRL	R0	...	1651
				04	00040		RET		...	

: Routine Size: 65 bytes, Routine Base: DCL\$ZCODE + 025D

```

590 1652 1 GLOBAL ROUTINE dcl$get_next_command (desc) : common_linkage =
591 1653 1
592 1654 1 ---
593 1655 1 Get the next command from the command buffer and put it into
594 1656 1 the input buffer.
595 1657 1
596 1658 1 Inputs:
597 1659 1
598 1660 1 desc = address of descriptor in which to return recalled command
599 1661 1 R10 = address of WRK data structure
600 1662 1 R11 = address of PRC data structure
601 1663 1 WRK_L_RECALLPTR = pointer to last recalled command
602 1664 1
603 1665 1 Outputs:
604 1666 1
605 1667 1 The command is copied into the input buffer and the descriptor
606 1668 1 is initialized.
607 1669 1
608 1670 1 routine value = true if success, false if empty buffer
609 1671 1 ---
610 1672 1
611 1673 1 BEGIN
612 1674 1
613 1675 1 GLOBAL REGISTER
614 1676 1 ptr=9 : REF VECTOR[.BYTE]; ! Pointer to retrieved command
615 1677 1
616 1678 1 EXTERNAL REGISTER
617 1679 1 wrk=10 : REF $BBLOCK; ! Address of WRK data structure
618 1680 1 prc=11 : REF $BBLOCK; ! Address of PRC data structure
619 1681 1
620 1682 1
621 1683 1 Skip past the current command.
622 1684 1
623 1685 1 ptr = .wrk [wrk_l_recallptr] + 1;
624 1686 1 IF OVERFLOW (.ptr)
625 1687 1 THEN ptr = prc [prc_g_commands];
626 1688 1 IF .ptr [0] EQL 0 THEN RETURN false;
627 1689 1 ptr = .ptr + .ptr [0] + 2;
628 1690 1 IF OVERFLOW (.ptr)
629 1691 1 THEN ptr = .ptr - prc_c_cmdbufsiz;
630 1692 1 wrk [wrk_l_recallptr] = .ptr;
631 1693 1
632 1694 1
633 1695 1 Now return the current command.
634 1696 1
635 1697 1 RETURN dcl$get_curr_command (.desc);
636 1698 1 END;

```

```

59      EA  AA      0534      01  C1 00002      .ENTRY DCL$GET_NEXT_COMMAND, Save R9
      51      51      CB  9E 00007      ADDL3 #1, -22(WRK) - PTR
      51      51      59  D1 0000C      MOVAB 1332(R11), R1
      05  1F 0000F      CML   PTR, R1
      BLSSU 1$

```

```

: 1652
: 1685
: 1686
:

```

RECALLSUB
V04-000

N 11
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14-Sep-1984 12:15:32 [DCL.SRC]RECALLSUB.B32;1

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59	0133	CB	9E	00011	MOVAB	307(R11), PTR	1687
50		69	9A	00016	MOVZBL	(PTR), R0	1688
		1E	13	00019	BEQL	3\$	
59	02	A049	9E	0001B	MOVAB	2(R0)[PTR], PTR	1689
51		59	D1	00020	CMPL	PTR, R1	1690
		05	1F	00023	BLSSU	2\$	
59	FBFF	C9	9E	00025	MOVAB	-1025(R9), PTR	1691
EA	AA	59	D0	0002A	MOVL	PTR, -22(WRK)	1692
		04	AC	0002E	PUSHL	DESC	1697
00000000V	EF	01	FB	00031	CALLS	#1, DCL\$GET_CURR_COMMAND	
			04	00038	RET		
		50	D4	00039	CLRL	R0	1698
			04	0003B	RET		

; Routine Size: 60 bytes, Routine Base: DCL\$ZCODE + 029E

```

638 1699 1 GLOBAL ROUTINE dcl$get_curr_command (desc) : common_linkage =
639 1700 1
640 1701 1 ---
641 1702 1     Get the current command from the command buffer and put it into
642 1703 1     the input buffer.
643 1704 1
644 1705 1 Inputs:
645 1706 1
646 1707 1     desc = address of descriptor in which to return recalled command
647 1708 1     R10 = address of WRK data structure
648 1709 1     R11 = address of PRC data structure
649 1710 1     WRK_L_RECALLPTR = pointer to last recalled command
650 1711 1
651 1712 1 Outputs:
652 1713 1
653 1714 1     The command is copied into the input buffer and the descriptor
654 1715 1     is initialized.
655 1716 1
656 1717 1     routine value = true if success, false if empty buffer
657 1718 1 ---
658 1719 1
659 1720 2 BEGIN
660 1721 2
661 1722 2 MAP
662 1723 2     desc :      REF VECTOR;          ! Command descriptor
663 1724 2
664 1725 2 GLOBAL REGISTER
665 1726 2     ptr=9 :      REF VECTOR[.BYTE];    ! Pointer to retrieved command
666 1727 2
667 1728 2 EXTERNAL REGISTER
668 1729 2     wrk=10 :      REF $BBLOCK;          ! Address of WRK data structure
669 1730 2     prc=11 :      REF $BBLOCK;          ! Address of PRC data structure
670 1731 2
671 1732 2
672 1733 2 Init the output descriptor.
673 1734 2
674 1735 2 ptr = .wrk [wrk_l_recallptr] + 1;
675 1736 2 IF OVERFLOW (.ptr)
676 1737 2     THEN ptr = .ptr - prc_c_cmdbufsiz;
677 1738 2 desc [0] = .ptr [0];
678 1739 2 desc [1] = wrk [wrk_g_inpbuf] - 2;
679 1740 2
680 1741 2
681 1742 2 Find the start of the command string.
682 1743 2
683 1744 2 IF .ptr [0] EQL 0 THEN RETURN false;
684 1745 2 ptr = .ptr + 1;
685 1746 2 IF OVERFLOW (.ptr)
686 1747 2     THEN ptr = prc [prc_g_commands];
687 1748 2
688 1749 2
689 1750 2 Copy the command text into the input buffer.
690 1751 2
691 1752 2 IF OVERFLOW (.ptr + .desc [0] - 1)          ! Wrap around?
692 1753 2     THEN BEGIN                                ! Yes, then copy in two pieces
693 1754 2         LOCAL temp_len;
694 1755 2         temp_len = prc [prc_g_commands]      ! Get length of first piece

```



```

: 695      1756      3      + prc_c cmdbufsiz - .ptr;
: 696      1757      3      CH$MOVE (.temp_len, .ptr, .desc [1]);
: 697      1758      3      CH$MOVE (.desc [0] - .temp_len,
: 698      1759      3      prc [prc_g_commands],
: 699      1760      3      .desc [1] + .temp_len);
: 700      1761      2      END
: 701      1762      2      ELSE CH$MOVE (.desc [0], .ptr, .desc [1]);
: 702      1763      2
: 703      1764      2      RETURN true;
: 704      1765      1      END;

```

! Move the first piece
! Move the second piece

! No, then copy in whole

				03FC 00000	.ENTRY	DCL\$GET CURR_COMMAND, Save R2,R3,R4,R5,R6,-	
59	EA	AA		01 C1 00002	ADDL3	R7,R8,R9	1699
		51	0534	CB 9E 00007	MOVAB	#1, -22(WRK), PTR	1735
		51		59 D1 0000C	CMPL	1332(R11), R1	1736
		59	FBFF	05 1F 0000F	BLSSU	PTR, R1	
		56	04	C9 9E 00011	MOVAB	1\$	
		66		AC D0 00016 1\$:	MOVL	-1025(R9), PTR	1737
04	A6		F894	69 9A 0001A	MOVZBL	DESC, R6	1738
				CA 9E 0001D	MOVAB	(PTR), (R6)	
				69 95 00023	MOVAB	-1900(R10), 4(R6)	1739
				38 13 00025	TSTB	(PTR)	1744
				59 D6 00027	BEQL	5\$	
		51		59 D1 00029	INCL	PTR	1745
		59	0133	05 1F 0002C	CMPL	PTR, R1	1746
		58		CB 9E 0002E	BLSSU	2\$	
		50	FF	66 D0 00033 2\$:	MOVAB	307(R11), PTR	1747
		51		50 9E 00036	MOVL	(R6), R8	1752
				50 D1 0003B	MOVAB	-1(R8)[PTR], R0	
				16 1F 0003E	CMPL	R0, R1	
04	57	51		59 C3 00040	BLSSU	3\$	
	B6	69		57 28 00044	SUBL3	PTR, R1, TEMP_LEN	1756
		58		57 C2 00049	MOVAB	TEMP_LEN, (PTR), @4(R6)	1757
04	B647	58	0133	58 28 0004C	SUBL2	TEMP_LEN, R8	1758
				05 11 00054	MOVAB	R8, 307(PRC), @4(R6)[TEMP_LEN]	1760
04	B6	69		58 28 00056 3\$:	BRB	4\$	1752
		50		01 D0 0005B 4\$:	MOVAB	R8, (PTR), @4(R6)	1762
				04 0005E	MOVL	#1, R0	1764
				50 D4 0005F 5\$:	RET		
				04 00061	CLRL	R0	1765
					RET		

: Routine Size: 98 bytes, Routine Base: DCL\$ZCODE + 02DA

RECALLSUB
V04-000

D 12
16-Sep-1984 00:24:46
14-Sep-1984 12:15:32

VAX-11 Bliss-32 V4.0-742
[DCL.SRC]RECALLSUB.B32;1

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: 706 1766 1 END
: 707 1767 0 ELUDOM

PSECT SUMMARY

: Name Bytes Attributes
: DCL\$ZCODE 828 NOVEC,NOWRT, RD , EXE,NOSHR, LCL, REL, CON,NOPI,ALIGN(0)

Library Statistics

: File Total Symbols Loaded Percent Pages Mapped Processing Time
: _\$255\$DUA28:[SYSLIB]LIB.L32;1 18619 5 0 1000 00:01.8

COMMAND QUALIFIERS

: BLISS/CHECK=(FIELD,INITIAL,OPTIMIZE)/LIS=LIS\$:RECALLSUB/OBJ=OBJ\$:RECALLSUB MSRC\$:RECALLSUB/UPDATE=(ENH\$:RECALLSUB)

: Size: 828 code + 0 data bytes
: Run Time: 00:28.3
: Elapsed Time: 01:35.5
: Lines/CPU Min: 3751
: Lexemes/CPU-Min: 33038
: Memory Used: 207 pages
: Compilation Complete

0072 AH-BT13A-SE
VAX/VMS V4.0

DIGITAL EQUIPMENT CORPORATION
CONFIDENTIAL AND PROPRIETARY

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